



Deathwail



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Withering Touch d4 mag wth	*	*	4	2	3	d12



SPR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Combat Performer	Leader
Perform [Ghastly Wails, 3] d8	Spirit
Undead	Wraith [2]

FACTION THEME RULE
Bring out the Dead!

ABILITIES	EFFECTS
Combat Performer	You: Engaged: may Perform, your Performance does not end.
Leader	Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes Shoot Them! - friends within 6": choose ranged target.
Magical (mag)	Attacks with this weapon gain the Magical keyword.
Perform [Ghastly Wails, 3] d8	Special action, Ready, unengaged: employ a [Ghastly Wail]. May have [3].
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Wither (wth)	This attack treats the target's AV as 2 unless that AV is Magical.
Wraith [2]	SPR 7 to ignore non magical attack [2] times/turn. [R]



Deathwail Reference



GHASTLY WAILS	EFFECT
Deathwail	One target enemy within 9" must pass a SPR test 5 or lose an LP. Acoustic .
Terrifying Howl	You gain Fearsome . Place a cone template in contact with you: any enemy contacted takes an immediate Fear test. Acoustic .
Unnerving Screech	All Living models within 9" suffer -1 to Attribute tests. Acoustic .

REFERENCE	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .

PERFORM
Perform permits you to employ one of the Performances of the Performance Type for which you are eligible. The range of effect of a Performance is 9" and there is no LOS requirement. You must be Ready and unengaged to employ Perform. Perform is TN 2 unless otherwise indicated by the specific Performance. The TN is +2 if part of a Maneuver Action. The TN is +2 for every consecutive turn that specific Performance has been used. Any measurements made to employ one-time effects are made from your location at the point the test is taken. Employing Perform is a special action. Any existing Performance ends immediately when you become engaged or Panic. The effect of any Performance is measured from your current location. A Performance lasts from the moment it succeeds until the end of the turn unless you lose Ready status or become engaged. The +2 TN for consecutive uses does not apply if your Perform test was failed last turn.



Oppressor



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Spikedrakh d8 de	d8	Lasso d0 thr pin pul 4"-8"-12"	4	6	4	d12



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END	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS

Die Hard [1]	Leader
Steadfast [1]	Strong-arm

FACTION THEME RULE

Bring out the Dead!

ABILITIES	EFFECTS
Deadly (de)	<i>Causes a Critical Hit on TH 8 instead of TH 10.</i>
Die Hard [1]	<i>Pass END test 7 to ignore an LP loss [1]/turn</i>
Leader	<i>Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes Shoot Them! - friends within 6": choose ranged target.</i>
Pin (pin)	<i>Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.</i>
Pull (pul)	<i>Hit unengaged enemy <= base size: opposed STR to move target d4" directly toward you.</i>
Steadfast [1]	<i>Pass 1st Morale test for losing combat.</i>
Strong-arm	<i>Friendly Follower fails Morale within 6": may reroll using own DISC. Tarch: lose 1 LP.</i>
Thrown (thr)	<i>Move: -0, Run: -1. Can be used on initial contact</i>



OPPRESSOR





Jackal Priest



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Staff d6 te	*	*	4	2	2	d6



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Necromancy] d10
15 Power
Deathshaper
Deathbinder [1]

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ABILITIES	EFFECTS
Deathbinder [1]	Spell with Undead Summoned model: 3x power to remain until end of encounter, once per encounter.
Deathshaper	Undead Hero : LOS, losing an LP, Caster: Ready, Unengaged. 1 power, CAR TN4 (-1 to test for every 3"). Success: no LP loss. OR remove 1 LP from Undead faction model <=18": +2 Power
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]

MAGIC BASICS

CAR (dX) is Caster Rating, used to cast spells and counterspell. Unless otherwise noted, all spells are TN2, require LOS, 18" range, last one turn. Counterspell is an Opposed CAR test. Counterspell range is CAR in inches. Countering Caster must pay same power as spell's base cost (+1 if opposite type or non-Sorcery vs Sorcery). Counterspell requires LOS to target, effect or Caster.

DGS DEC20

JACKAL PRIEST

SPELL (POWER)

NECROMANCY (SPIRIT)

Deathstain (2)	Target cannot regain LP or employ a talent that avoids an LP loss.
Doom (3)	All attacks vs target are +2dl to hit.
Ghostform (3)	Target friend gains the Spirit talent and is considered Discorporate while the spell lasts.
Haunt (1)	Target is -2dl to all DISC Tests.
Rigormortis (2)	Target model is -3 SPD.
Rouse the Dead (1)	Target ignores the effects of Slow .

JACKAL PRIEST

SPELL (POWER)

NECROMANCY (SPIRIT)

Summon Bonethrall (2)	A Bonethrall (Summoned) Follower model is placed within 6" of you and 6" from any enemy. The Bonethrall vanishes at the end of the turn. Spell is TN 4.
Summon Bonethrall Host (3)	A Bonethrall Host (Summoned) Follower (3 Bonethralls on a 50mm base) is placed within 6" of you and 6" from any enemy. A Bonethrall Host has a number of melee attacks equal to its remaining LP. The Bonethrall Host vanishes at the end of the turn. Spell is TN 4.
Summon Shambler (1)	A Shambler (Summoned) Follower is placed within 6" of you and 6" from any enemy. The Shambler vanishes at the end of the turn. Spell is TN 4.



DEC20

JACKAL PRIEST



Bonethrall (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Rusty Blade d6	*	*	4	2	1	d4



END	d8
ABL	d6

TALENTS & SKILLS
Die Hard [1]
Slow
Undead
Summoned

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.



DEC20

BONETHRALL (SUMMONED)



Bonethrall Host (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	RLP x Rusty Blade d6	*	*	4	2	3	d4



END	d8
ABL	d6

TALENTS & SKILLS
Die Hard [1]
Slow
Undead
Summoned

A Bonethrall Host has a number of melee attacks equal to its remaining LP (RLP).

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.



DEC20

BONETHRALL HOST (SUMMONED)



Shambler (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Claw d4	*	*	4	2	1	d4



ABL	d6
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TALENTS & SKILLS	
Feral	Mindless
Pack Attack	Slow
Summoned	Undead

ABILITIES	EFFECTS
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Mindless	Not within 6" of a Ready, non-Undead faction hero: as failed Impetuous test.
Pack Attack	Attacking: Gain +1d1 MAR/other Pack Attack friend engaging target.
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.



DEC20

SHAMBLER (SUMMONED)





Varazyr



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Skull Staff d6 te mag	*	*	4	2	2	d6



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Necromancy: Varazyr] d10
15 Power
Skull Staff

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ABILITIES	EFFECTS
Skull Staff	SPR test to keep Death Token in play.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]
Magical (mag)	Attacks with this weapon gain the Magical keyword.

MAGIC BASICS

CAR (dX) is Caster Rating, used to cast spells and counterspell. Unless otherwise noted, all spells are TN2, require LOS, 18" range, last one turn. Counterspell is an Opposed CAR test. Counterspell range is CAR in inches. Countering Caster must pay same power as spell's base cost (+1 if opposite type or non-Sorcery vs Sorcery). Counterspell requires LOS to target, effect or Caster.



DEC20

VARAZYR

SPELL (POWER)

NECROMANCY: VARAZYR (SPIRIT)

Blight (3)	Target gains a Decay or Disease Token, your choice.
Commune with the Dead (3)	When in contact with a Death Token, you remove it from play and roll a CAR test 5. If passed, you gain a Destiny Stone.
Curse (1)	Target is -2dl MAR or RAR, your choice.
Deathly Chill (2)	Target is -2dl to all Attribute tests.
Harm (1)	d8 damage ranged attack. Those hit by this attack pass take a SPR test or are Dazed. Missile Spell.
Spiritsight (1)	Target gains Witchsight and is immune to the effects of Gloom and Darkness .
Soul Sword (2)	One weapon of your choice held by the target becomes +1dl damage, Decay, Pin.

VARAZYR

SPELL (POWER)

NECROMANCY: VARAZYR (SPIRIT)

Soul Thief (2)	Whenever the target causes a LP loss in a combat, the target gains a Temporary LP.
Steal Life (3)	A target within 9" passes a SPR test or it loses one LP. If it does, you gain a Temporary LP.

REFERENCE

EFFECTS

Temporary LP	Temporary LP = regain one lost LP or LP stat raised 1, no stack.
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DEC20

VARAZYR



Abductor



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d10	Spikedrakh d8 de	d10	Lasso d0 thr pin pul 4"-8"-12"	4	4	2	d8



ABL	d8
Hero	

TALENTS & SKILLS	
Deft Rider	Harasser
Subdue	Scout
Cavalry	Light Cavalry
Fast	Hunt d8

ABILITIES	EFFECTS
Deft Rider	Ignore Cavalry special action restriction.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Subdue	Special Action: engaged enemy END Test. Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down
Scout	Infiltrate SPD after deployment. +2 scout points.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Light Cavalry	Elusive [+1] . Break off: +1 DEF. Evade: +2, any distance.
Fast	Variable moves: +d6".
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.



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ABDUCTOR



Abductor Reference



ABILITIES	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Pull (pul)	Hit unengaged enemy <= base size: Opposed STR to move target d4" directly toward.



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ABDUCTOR REFERENCE



Awakened



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d8	2 x Claws d8 dec	*	*	4	5	3	d8



ABL	d8
Hero	

TALENTS & SKILLS
Fearsome
Hardened
Tough [1]
Slow
Undead



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ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Hardened	Critical Damage against you is TH 15.
Tough [1]	Gain 1 LP. Included.
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Decay (dec)	Target hit: pass an END test or gain a Decay Token.



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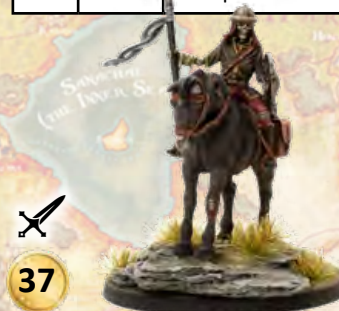
AWAKENED



Bonethrall Impaler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d10	Impaler d8+1 imp	*	*	5s	2	3	d8



END	d12
ABL	d8
Hero	

TALENTS & SKILLS
Assault
Cavalry
Die Hard [2]
Undead



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ABILITIES	EFFECTS
Assault	Charge: Advantage for melee attack tests.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Impact (imp)	Charge: Advantage on Damage tests.



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BONETHRALL IMPALER



Eviscerator



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10+1	Spikedrah d8 de	*	*	5	4	2	d10



AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Killing Strike [2]



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ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Killing Strike [2]	Stationary: Crit Hit TH is -2 for melee attack tests.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.



AUG22

EVISCERATOR



The Faceless



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8+1	Agukrich d6 de	d10+1	Agukrich d6 thr, de 2"-4"-6"	5	2	2	d10



AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Bladedancer	Accurate Shot [1]
Deft Hands	Dodge [1]
Disguise	Fast Disguise
Thievery d10	



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ABILITIES	EFFECTS
Accurate Shot [1]	TH 3 ranged attack: target is AV4.
Bladedancer	Elusive[1]. Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Deft Hands	Non-casting special action: no reaction attack.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Disguise	Unless you reveal or enemy with LOS passes special action KNW test 7: No attack, engagement, spell v you.
Fast Disguise	No enemy LOS: special action DEX test to regain Disguise.
Thievery d10	Special action: Thievery test to transfer item involuntarily.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



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THE FACELESS



Krayech's Reaper



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Scythe d10 swp	*	*	4	6	3	d10



ABL	d8
Hero	

TALENTS & SKILLS
Protector
Hardened
Tough [1]
Slow
Undead

ABILITIES	EFFECTS
Protector	Enemies must attack you in melee.
Hardened	Critical Damage against you is TH 15.
Tough [1]	Gain 1 LP. Included.
Slow	You are -1 SPD for purposes of Running. Variable move: +d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Sweep (swp)	Stationary: Attack all L to R or R to L. After 1st: -1dI MAR/ Damage each. You: -2 DEF.



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KRAYECH'S REAPER





Bonethrall



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Rusty Blade d6	*	*	4	2	1	d4



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END	d8
ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
Slow
Undead

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.



DEC20

BONETHRALL



Bonethrall Guard



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d8	Rusty Blade d6	*	*	5s	2	1	d4



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END	d8
ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
Slow
Undead

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Shield (s)	DEF +1 through front arc (already included).



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BONETHRALL GUARD



Levy Spearman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d6	Longspear d8 so	d6	Bow d6 8"-16"-24"	4/7p	4	1	d4



ABL	d6
Follower	

TALENTS & SKILLS
None



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ABILITIES	EFFECTS
Standoff (so)	Includes Counterattack . May fight in support contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]
Pavise (p)	You are +3 DEF vs ranged attacks only, -1 SPD. (included)



DEC20

LEVY SPEARMAN



Scrounger



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Infiltrate
Scrounge
Find d10



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ABILITIES	EFFECTS
Infiltrate	Free Move up to your SPD after all sides have deployed.
Scrounge	You may reroll a Find test to locate or acquire an item.
Find d10	May use this rating instead of its ABL when making a Find test.



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SCROUNGER



Shambler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Claw d4	*	*	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS	
Mindless	Pack Attack
Expendable	Feral
Slow	Undead
Veteran [1g, claw gains dec]	



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Wretch



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Claw d6	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS	
Infiltrate	
Scavenger	



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ABILITIES	EFFECTS
Mindless	Not within 6" of a Ready, non-Undead faction hero: as failed Impetuous test.
Pack Attack	Attacking: Gain +1d1 MAR/other Pack Attack friend engaging target.
Expendable	No Morale test due to you being dropped. ½ LP for Break.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Veteran [1g, claw gains dec]	May add [1g] to Cost for [claw gains dec].
Decay (dec)	Target hit: pass an END test or gain a Decay Token.



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SHAMBLER



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WRETCH



Kandoran Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
Kandoran Faction	<i>Shamblers count as ½ follower for freeband limits. Cannot have more Shamblers than twice the number of Heroes in the freeband.</i> <i>Undead models may not make use of the Alternate Leaders rule.</i>
FACTION THEME RULE	EFFECTS
Bring out the Dead!	<i>Before deployment zones are determined, each Kandoran player places 6 Death Tokens in the encounter area, alternating placement between players, choosing the first player to place randomly. A Death Token may not be placed within 6" of another Death Token or within 12" of any table edge. If there is no legal placement for a Death Token, it is not placed.</i>

REFERENCE	EFFECTS
Decay (dec)	<i>Target hit: pass an END test or gain a Decay Token.</i>
Discorporate	<i>Discorporate models cannot: interact or be interacted with by non-Spirit/ Witchsight models or objects, block LOS of non-Discorporate, pick up or transfer.</i> <i>Discorporate models may: be moved through by non-discorporate models (and vice versa) so long as the bases do not overlap at the end of the move, retain items and may drop them.</i> <i>Game effects linking two models, like Bonded and Teammate, may not be employed when one of the models is Discorporate and one is not.</i> <i>Spirit models do not gain their DEF and AV benefit against models that are Discorporate.</i>



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KANDORAN RULES REFERENCE



Kandoran Rules Reference



REFERENCE	EFFECTS
Fearless	<i>Pass all Morale tests, not affected by Fearsome or Terrifying.</i>
Immune [Poison, Stun]	<i>You cannot be affected by any game effect with the Poison or Venomous keywords. You cannot become Dazed or Stunned.</i>
Impetuous	<i>DISC test or engage enemy. Must pursue, No Delay or Break off</i>
Pin (pin)	<i>Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.</i>
Spirit	<i>Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.</i>
Tireless	<i>You are immune to game effects with the Sleep keyword.</i>
Witchsight	<i>Attack Spirit enemies without penalty. See Discorporate.</i>



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KANDORAN RULES REFERENCE



Kandoran Rules Reference



REFERENCE	EFFECTS
Decay Tokens	<i>Each Decay Token adds +2 to the TN of any spell or ability that would regain an LP or ignore an LP loss. A model with a Decay Token takes a Death test at the start of its activation. Each Decay Token after the first is an additional -1 to this test. If the test result is TH 5, all Decay Tokens are removed.</i>
Death Test	<i>Make an END test 2 and if failed, lose one LP. If this causes the model to be dropped, it also counts as having received a Dead result on the Casualty table at the end of a league or campaign game.</i>

REFERENCE	EFFECTS
Death Tokens	<i>A Death Token is placed on the encounter area through certain game effects. It may NOT be picked up or carried like an item.</i> <i>In a game where Death Tokens are or may be in play, when a non-Spirit model is dropped, one of the players whose freeband employs Death Tokens rolls a d6 and on a 1-2, places a Death Token where the model was dropped.</i> <i>A Caster may employ a Death Token to count as one power toward the casting of a Necromancy spell if either they or the target of their spell is in contact with a Death Token.</i> <i>Death Tokens used to enable or employ this or any game effect are removed from play, including when the effect is successfully opposed or countered.</i>

